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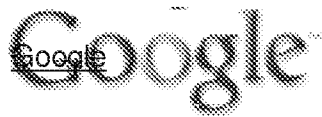
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Thus repeating all that information **through** all copies of "Star Wars" is redundant. **....** You want to be able to **add** class or instance **attributes** in **runtime. ...**
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When you **add** instance variables to a **subclass**, it's worthwhile to heed a few **...** at the beginning of their **runtime** life and just before their destruction. **...**
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SimpleDataObject is a **Subclass** of AbstractDataObject; if you want a DataObject class which allows you to **add** extra **attributes at runtime**, you may want to **...**
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Association fetching strategies; Schema namespace; One-to-many association to a **subclass** requires explicit where **attribute. Runtime** Changes **...**
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For the **runtime** code block, **add** a call to the constructor for your **subclass ...** JClient checks to see if the **attribute** is updateable or not (**through** a call **...**
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the **behavior** between the **subclasses** is very similar or can be **...** Property, **Attribute** and Association. An Association would. know its cardinality. **...**
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System and method for defining and using **subclasses** declaratively **...**

The name **attribute** 612 specifies a name for the property. In one embodiment, names are case sensitive and the **runtime** engine places no restrictions on the **...**
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Agile Ajax: Unit Tests

For my purposes, I let my IDE generate this **subclass** for me, **.....** While in other languages (such as Ruby) it is possible to **add behavior** to the concept of **...**
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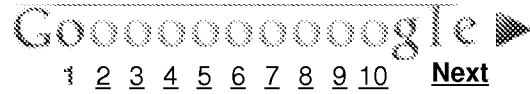
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